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1 Texture synthesis: Texture design using a simplicial complex of morphable textures   ▩

Wojciech Matusik, Matthias Zwicker, Frédo Durand
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(1.08 MB)   Additional Information: full citation, abstract, references, index terms

We present a system for designing novel textures in the space of textures induced by an input database. We capture the structure of the induced space by a simplicial complex where vertices of the simplices represent input textures. A user can generate new textures by interpolating within individual simplices. We propose a morphable interpolation for textures, which also defines a metric used to build the simplicial complex. To guarantee sharpness in interpolated textures, we enforce histograms o ...

Keywords: data-driven models, image warping, morphable models, texture synthesis

2 3D texture: Volumetric illustration: designing 3D models with internal textures   ▩

Shigeru Owada, Frank Nielsen, Makoto Okabe, Takeo Igarashi
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(461.67 KB)   Additional Information: full citation, abstract, references
                    🎞 mov(19:19 MIN)

This paper presents an interactive system for designing and browsing volumetric illustrations. Volumetric illustrations are 3D models with internal textures that the user can browse by cutting the models at desired locations. To assign internal textures to a surface mesh, the designer cuts the mesh and provides simple guiding information to specify the correspondence between the cross-section and a reference 2D image. The guiding information is stored with the geometry and used during the synthe ...

Keywords: Interactive Techniques, Non-Photorealistic Rendering, Texture Synthesis, Volumetric Modeling

3 The design and analysis of a cache architecture for texture mapping   ▩

Ziyad S. Hakura, Anoop Gupta
May 1997 **ACM SIGARCH Computer Architecture News , Proceedings of the 24th annual international symposium on Computer architecture ISCA '97**, Volume 25 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(2.10 MB)   Additional Information: full citation, abstract, references, citings, index terms

The effectiveness of texture mapping in enhancing the realism of computer generated imagery has made support for real-time texture mapping a critical part of graphics pipelines. Despite a recent surge in interest in three-dimensional graphics from computer architects, high-quality high-speed texture mapping has so far been confined to costly hardware systems that use brute-force techniques to achieve high performance. One obstacle faced by designers of texture mapping systems is the requirement ...

4 Visualization: Design and implementation of geometric and texture-based flow visualization techniques

Robert S. Laramee, Markus Hadwiger, Helwig Hauser

May 2005 **Proceedings of the 21st spring conference on Computer graphics SCCG '05**

Publisher: ACM Press

Full text available: pdf(566.68 KB)   Additional Information: full citation, abstract, references, index terms

Usually, research related software consists of individual, isolated prototypes because researchers are interested in a small proof-of-concept application for demonstration. Here we present software developed for research purposes, but which has been included into a larger, commercial visualization system. We describe the design and implementation of a flow visualization subsystem within the framework of a software package capable of modeling, simulation, and visualization of CFD simulation data. ...

Keywords: applications, computational fluid dynamics (CFD), flow visualization, software design, systems, vector field visualization

5 Computers in arts and design education: impregnating the digital world with texture, dust, and noise

Rejane Spitz

August 1995 **ACM SIGGRAPH Computer Graphics**, Volume 29 Issue 3

Publisher: ACM Press

Additional Information: full citation, index terms

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1 Interaction: A learning support system for beginners in pencil drawing   ▩
Saeko Takagi, Noriyuki Matsuda, Masato Soga, Hirokazu Taki, Takashi Shima, Fujiichi Yoshimoto
February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia**
Publisher: ACM Press
Full text available: 🔴 pdf(694.93 KB)   Additional Information: full citation, abstract, references, index terms

> A picture is one of important research subjects to make our life spiritually rich. Most studies on pictures, however, only propose some substitute functions of actual drawing or painting materials. There is no system that evaluates pictures drawn by users and gives advice about them. We propose a learning support system of beginner's pencil drawing that is the basis of pictures. Our system receives a motif data set and a user's sketch image, and returns advice to the user. The processing is comp ...
>
> **Keywords**: advice on drawing, evaluation of drawings, image processing of pencil drawings, learning picture

2 Volumetric modeling of artistic techniques in colored pencil drawing   ▬
Saeko Takagi, Issei Fujishiro, Masayuki Nakajima
July 1999 **ACM SIGGRAPH 99 Conference abstracts and applications**
Publisher: ACM Press
Additional Information: full citation, citings, index terms

3 Microscopic structural modeling of colored pencil drawings   ▬
Saeko Takagi, Issei Fujishiro
January 1997 **ACM SIGGRAPH 97 Visual Proceedings: The art and interdisciplinary programs of SIGGRAPH '97**
Publisher: ACM Press
Full text available: 🟦 htm(7.77 KB)   Additional Information: full citation, references, citings, index terms

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1 InCom: Support System for Informal Communication in 3D Virtual Worlds Generated from HTML Documents
Yuusuke Nakano, Koji Tsukada, Saeko Takagi, Kei Iwasaki, Fujiichi Yoshimoto
May 2005 **IEICE - Transactions on Information and Systems**, Volume E88-D Issue 5
Publisher: Oxford University Press
Additional Information: full citation, abstract

The importance of informal communication on the Internet has been increasing in recent years. Several systems for informal communication have been developed. These systems, however, require a particular server and/or specialized 3D contents. In this paper, we propose a system, named *InCom*, for informal communication in a 3D virtual environment. Browsers which are component of *InCom* generate 3D virtual worlds from existing common 2D HTML documents. Browsers communicate in a peer- ...

Keywords: informal communication, 3D virtual world, P2P, gaze awareness

2 The Proposal of the Technique of Error Visualization for a Learner's Pencil Drawing
Nobuyuki Kajimoto, Noriyuki Matsuda, Hirokazu Taki, Masato Soga, Saeko Takagi, Fujiichi Yoshimoto, Takashi Shima
December 2002 **Proceedings of the International Conference on Computers in Education**
Publisher: IEEE Computer Society
Full text available: Publisher Site   Additional Information: full citation, abstract, citings

In a pencil drawing class, a teacher explains often the differences between a drawing and a motif by many ways; even so, it is difficult for most learners to understand the existence of errors in his/her drawing. When a learner watches the 3D model of his/her drawing from appropriate viewpoints, he/she can immediately aware the errors. This paper describes thetechnique of error visualization from a learner's erroneous drawing. We developed a drawing advice system that consists of a 3D model conv ...

3 Volumetric Modeling of Colored Pencil Drawing
Saeko Takagi, Masayuki Nakajima, Issei Fujishiro
October 1999 **Proceedings of the 7th Pacific Conference on Computer Graphics and Applications**
Publisher: IEEE Computer Society
Full text available: Publisher Site   Additional Information: full citation, abstract, citings

Not only photo-realistic rendering but non-photo-realistic rendering is considered an important research topic in artistic image synthesis. However, little attention has been given to colored pencil drawing. This paper proposes a volume graphics model for colored

pencil drawing. The model consists of three sub-models, which describe in a volumetric fashion, the microstructure of paper, pigment distribution on paper, and pigment redistribution, respectively. The model takes advantage of volumetri ...

4 Interaction: A learning support system for beginners in pencil drawing

Saeko Takagi, Noriyuki Matsuda, Masato Soga, Hirokazu Taki, Takashi Shima, Fujiichi Yoshimoto

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Saeko Takagi, Issei Fujishiro, Masayuki Nakajima

July 1999 **ACM SIGGRAPH 99 Conference abstracts and applications**

Publisher: ACM Press

Additional Information: full citation, citings, index terms

6 Microscopic structural modeling of colored pencil drawings

Saeko Takagi, Issei Fujishiro

January 1997 **ACM SIGGRAPH 97 Visual Proceedings: The art and interdisciplinary programs of SIGGRAPH '97**

Publisher: ACM Press

Full text available: htm(7.77 KB)   Additional Information: full citation, references, citings, index terms

7 Support System for Informal Communication in 3D Web World

Yuusuke Nakano, Koji Tsukada, Saeko Takagi, Kei Iwasaki, Fujiichi Yoshimoto

November 2004 **Proceedings of the 2004 International Conference on Cyberworlds (CW'04) - Volume 00**

Publisher: IEEE Computer Society

Full text available: Publisher Site   Additional Information: full citation, abstract

The importance of informal communication on the Internet has been increasing in recentyears. Several systems for informal communication are currently available to the public. These systems, however, require a particular server and/or specialized 3D content. In this paper, we propose a system for informal communication in a 3D virtual environment. The system makes 3D virtual worlds from existing common 2D HTML documents. Browsers communicate in a peer-to-peer manner. Construction and management o ...

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